

IN THE CLAIMS

1. (Currently Amended) In a batch simulation farm environment that facilitates computer-aided simulation of hardware design, a method for minimizing redundancy in collected harvest event testcases, wherein said batch simulation farm includes a harvest testcase bucket that collects testcases for a simulation model from at least one simulation client, said batch simulation farm further including an instrumentation server that includes a network harvest hit table which records harvest events that have been triggered during testcase simulation of said simulation model, said method comprising:

delivering a copy of said network harvest hit table as a local harvest hit table to said at least one simulation client;

executing a testcase on [[a]] said simulation model by one of said at least one simulation client;

identifying examining harvest event flags within said simulation model to identify harvest events triggered during said testcase execution, wherein triggering of said harvest events results in setting corresponding harvest event flags;

comparing said identified harvest events with a list of harvest events that have previously been triggered within said simulation model the setting of the harvest event flags with said local harvest hit table to determine whether previous occurrences of the identified any preliminarily non-redundant harvest events have been recorded in association with the simulation model occurred; and

responsive to determining that previous occurrences of said identified preliminarily non-redundant harvest events have not been recorded in association with said simulation model occurred, delivering a copy of said testcase to [[a]] said harvest testcase bucket.

2. (Cancelled)

3. (Cancelled)

4. (Cancelled)

5. (Cancelled)

6. (Cancelled)

7. (Currently Amended) In a batch simulation farm environment that facilitates computer-aided simulation of hardware design, a system for minimizing redundancy in collected harvest event testcases, wherein said batch simulation farm includes a harvest testcase bucket that collects testcases for a simulation model from at least one simulation client, said batch simulation farm further including an instrumentation server that includes a network harvest hit table which records harvest events that have been triggered during testcase simulation of said simulation model, said system comprising:

processing means for delivering a copy of said network harvest hit table as a local harvest hit table to said at least one simulation client;

processing means for executing a testcase on [[a]] said simulation model by one of said at least one simulation client;

processing means for identifying examining harvest event flags within said simulation model to identify harvest events triggered during said testcase execution, wherein triggering of said harvest events results in setting corresponding harvest event flags;

processing means for comparing said identified harvest events with a list of harvest events that have previously been triggered within said simulation model the setting of the harvest event flags with said local harvest hit table to determine whether previous occurrences of the identified any preliminarily non-redundant harvest events have been recorded in association with the simulation model occurred; and

processing means responsive to determining that previous occurrences of said identified preliminarily non-redundant harvest events have not been recorded in association with said simulation model occurred for delivering a copy of said testcase to [[a]] said harvest testcase bucket.

8. (Cancelled)

9. (Cancelled)

10. (Cancelled)

11. (Cancelled)

12. (Cancelled)

13. (Currently Amended) In a batch simulation farm environment that facilitates computer-aided simulation of hardware design, a computer-readable storage medium having encoded thereon computer-executable instructions for minimizing redundancy in collected harvest event testcases, wherein said batch simulation farm includes a harvest testcase bucket that collects testcases for a simulation model from at least one simulation client, said batch simulation farm further including an instrumentation server that includes a network harvest hit table which records harvest events that have been triggered during testcase simulation of said simulation model, said computer-executable instructions performing a method comprising:

delivering a copy of said network harvest hit table as a local harvest hit table to said at least one simulation client;

executing a testcase on [[a]] said simulation model by one of said at least one simulation client;

identifying examining harvest event flags within said simulation model to identify harvest events triggered during said testcase execution, wherein triggering of said harvest events results in setting corresponding harvest event flags;

comparing said identified harvest events with a list of harvest events that have previously been triggered within said simulation model the setting of the harvest event flags with said local harvest hit table to determine whether previous occurrences of the identified any preliminarily non-redundant harvest events have been recorded in association with the simulation model occurred; and

responsive to determining that previous occurrences of said identified preliminarily non-redundant harvest events have not been recorded in association with said simulation model occurred, delivering a copy of said testcase to [[a]] said harvest testcase bucket.

14. (Cancelled)

15. (Cancelled)

16. (Cancelled)

17. (Cancelled)

18. (Cancelled)